

6,384,840 (Frank et. al) in view of United States Patent 6,348,953 (Rybczynski). Reconsideration of the referenced patent application in view of the above claim amendments and the following remarks is respectfully requested.

Claims 1, 5, 7, 11 and 13 are amended to clarify the claimed subject matter.

On page 2, the Office Action asserts that Frank et al. discloses creating a first window to receive video, referring to figure 8 and to col. 9, lines 47-62. However, neither the figure nor the text referenced disclose or suggest a window to receive dynamic video content, reciting Applicant's claim 1 as amended in pertinent part. Moreover, the reception of dynamic video content is not disclosed nor suggested by any part of Frank et al. Further, Rybczynski does not anywhere disclose or suggest a window to receive dynamic video content. Since neither Frank et al. nor Rybczynski disclose or suggest this element of Applicant's claim 1 as amended, and further because the Office Action fails to argue that either reference discloses or suggests this element, Applicant therefore asserts that claim 1 is patentable over Frank et al. in view of Rybczynski. Since the referenced element of claim 1 is present in all claims dependent on claim 1, i.e. claims 2-6, as well as in claim 7 and in all claims dependent on claim 7, i.e. claims 8-10, claims 1-10 as amended are patentable over Frank et al. in view of Rybczynski.

On page 3, the Office Action asserts Rybczynski teaches rendering video only to areas of the region of overlap which have the chroma color, an element of applicant's claim 11, referring to col. 2, lines 35-60. However, the text referenced nowhere discloses or suggests rendering dynamic video content only to areas of the region of overlap [on a display], (emphasis added) as recited in Applicant's claim 11 as amended; nor does Frank et al. anywhere disclose or suggest this limitation. In order to bridge this gap, the Office Action asserts that a "video screen is a type of window.:" However, Frank et al. and Rybczynski separately or in combination nowhere

disclose or suggest that a “video screen is a type of window.” Furthermore, no convincing line of reasoning based in the cited art is provided in the Office Action for the Examiner to conclude that Frank et al. and Rbczynski either separately or in combination disclose or suggest that a “video screen is a type of window.” Applicant therefore asserts that claim 11 is patentable over Frank et al. in view of Rbczynski. Since the referenced element of claim 11 is present in all claims dependent on claim 1, i.e. claims 12-15, claims 11-15 are patentable over Frank et al. in view of Rbczynski.

In the section entitled “Response to Arguments” the Office Action asserts that Frank discloses a window to receive video because of a reference in Frank et al. to a “video memory for the display.” A reference to “video memory” does not disclose or suggest either a window to receive dynamic video content, the element of claim 1 discussed above, or rendering dynamic video content only to areas of the region of overlap, the element of claim 11 discussed above. Applicant therefore respectfully asserts that the Examiner’s Response to Arguments is unpersuasive.

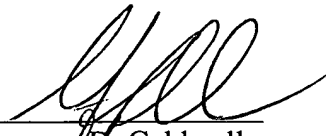
Applicant therefore asserts that all claims pending in the application, claims 1-15, are therefore patentable over Frank et al. in view of Rybczynski and should be allowed.

The Examiner is welcome to contact the Attorney of Record, Gregory D. Caldwell (Reg. No. 39,926) at 503 684 6200 to discuss any matters with the case. The Commissioner is hereby authorized to charge any fees in connection with this communication to our Deposit Account No. 02-2666.

Respectfully submitted,

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Date: February 11, 2003



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Claims as Amended Showing Editing

1. A method comprising:

creating a first window to receive dynamic video content which at least partially overlaps
a second window on a region of overlap of a display;
setting the pixels of the first window to a chroma color;
setting background pixels of the second window in the region of overlap to the chroma
color; and
configuring the second window to draw after the first window.

5. A method comprising:

creating a first window which at least partially overlaps a second window in a region of
overlap on a display;
configuring the first and second windows to move correspondingly to one another;
configuring the first and second windows such that the region of overlap is always drawn
first with a chroma color and then drawn with other colors representing window
elements; and
rendering dynamic video content only to areas of the region of overlap which have the
chroma color.

7. An article comprising:

a memory having stored thereon instructions which, when executed by a processor, result
in
creating a first window to receive dynamic video content which at least partially overlaps
a second window on a region of overlap of a display;
setting the pixels of the first window to a chroma color;

setting background pixels of the second window in the region of overlap to the chroma color; and
configuring the second window to draw after the first window.

11. An article comprising:

a memory having stored thereon instructions which, when executed by a processor, result in
creating a first window which at least partially overlaps a second window in a region of overlap on a display;
configuring the first and second windows to move correspondingly to one another;
configuring the first and second windows such that the region of overlap is always drawn first with a chroma color and then drawn with other colors representing window elements; and
rendering dynamic video content only to areas of the region of overlap which have the chroma color.

13 A system comprising:

a processor;
a memory coupled to the processor by way of a bus, the memory having stored thereon instructions which, when executed by a processor, result in
creating a first window which at least partially overlaps a second window in a region of overlap on a display;
configuring the first and second windows to have a common parent window;

configuring the first and second windows such that the region of overlap is always drawn first with a chroma color and then drawn with other colors representing window elements; and
rendering dynamic video content only to areas of the region of overlap which have the chroma color.